ABSTRACT

A golf facility comprising of a universal design concept and entities that support this concept are disclosed therein. The universal concept is to stimulate a person's mind, body, and soul by instilling intellectual, physical, and social/emotional values through tangible and intangible design of the present invention. These design elements are inclusive to, but not limited to, a clubhouse area with a plurality of housings containing rooftop miniature golf, a range area containing the "3-Green" concept and a driving range that takes the form of, but not limited to, either an illuminated driving range or an aqua driving range. Batting cages are also included with the makeup of the driving range. The golf course contains a plurality of holes, where each hole contains a concept, that are inclusive to the universal concept. The golf course also includes a plurality of station areas displaced at various locations on the golf course to fulfill the universal concept. A typical golf hole of the present invention comprises of a hole marker structure that supplies the golfer with information and products, the Personal Tee™ system for arranging tees, a middle area between an initial teeing system and the target green, and an artificial target green of various colors encompassing a target structure/cup that displays various flags and combines the play of traditional golf and disk golf. The golf holes contain similar, or different specific par distances from a target structure/cup, and at different directions from a target structure/cup such that the teeing areas are disposed at different angles from the target structure/cup, and encompass different terrain and different trajectories to the target structure/cup therein. A method of operation of the golf facility is also described. The method of randomly participating at the golf facility results in a method of operation that appeals to the mind, body, and soul of the participant through a relatively inexhaustible number of stimulating design concepts therein.